

HOW TO DRAW
SONIC
THE HEDGEHOG
&
THE GANG



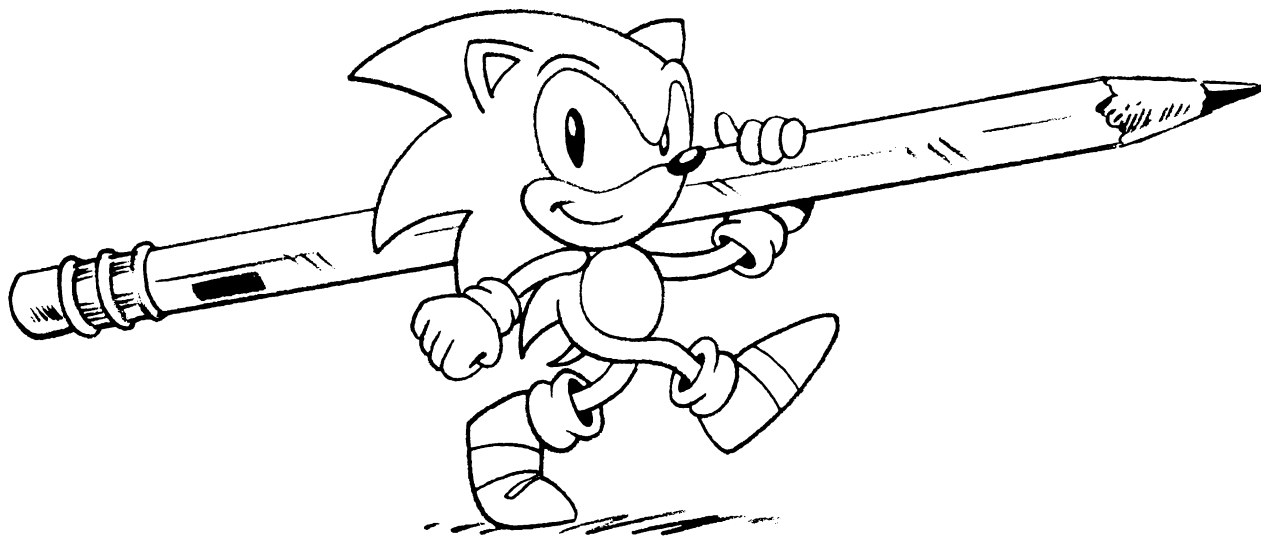
by Michael Teitelbaum

illustrated by Ron Zalme

Troll

HOW TO DRAW

SONIC
THE **HEDGEHOG**™
&
THE GANG



WRITTEN BY MICHAEL TEITELBAUM • ILLUSTRATED BY RON ZALME

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A Creative Media Applications Production

Art Direction by Fabia Wargin Design



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10 9 8 7 6 5 4 3 2 1

Introduction

Hey, pal! It's your old buddy **Sonic The Hedgehog**, welcoming you to this way-past-cool book! If you're a fan of mine (which already shows you have good taste), then get ready for some high-speed, juicin' fun! In this awesome book, you'll learn how to draw me, plus my fellow Freedom Fighters: Princess Sally, my little buddy Tails, Rotor, Antoine, Bunnie Rabbot, and Knuckles. In no time you'll be making your own totally cool drawings starring my friends and me. You'll also learn how to draw that super-creep Robotnik—or, as I like to call him, Ro-butt-nik—and his nasty Swatbots. Then you'll draw planes, props, and scenery to complete your scenes of my planet, Mobius.

In the time it takes me to race from the bottom of the ocean to the top of the tallest mountain (only a few seconds for a speedy dude like me), you'll be drawing. Don't worry if it's not perfect the first time. As I always tell Antoine, practice makes perfect—or at least as close to perfect as he'll ever get!

In this book, you'll also learn how to draw facial expressions, bodies in motion (for me, that's most of the time!), and backgrounds in which to place all of us cool dudes. A couple of things before you get started:

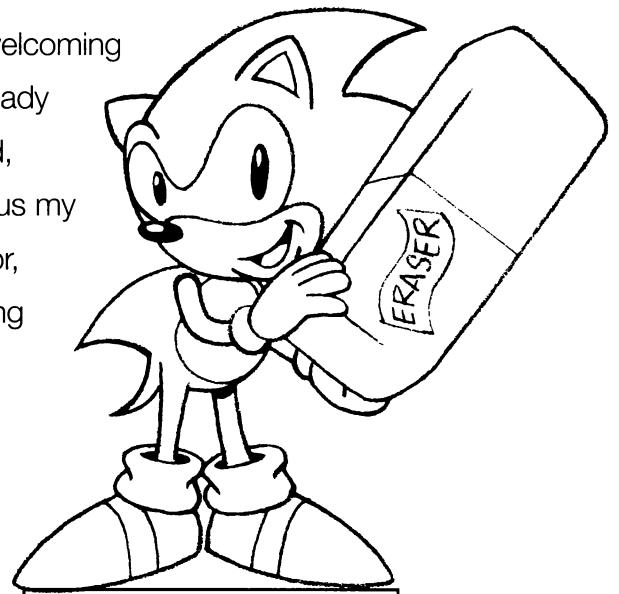
① **Draw lightly as you sketch.** You'll have plenty of time to darken your lines as you finish your drawing and fill in the details.

② **Stay loose!** Let your hand and arm move freely. Don't grip your pencil like you're trying to smash a Swatbot! Drawing should be fun and relaxing.

③ **Don't worry about mistakes**—that's why erasers were invented!

④ **Practice and be patient** (I'll bet Sally didn't think that word was in my vocabulary). It takes time to master the qualities of my fine physique, so don't be in a hurry, like me. Just grab your pencil and start drawing. As for me, I have trouble staying in one place for very long, so I'm juicin' on out of here.

See ya! Z O O M !

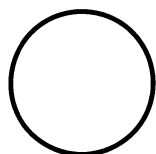


Materials

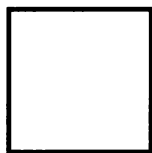
- **medium pencil**
- **fine- to medium-point black felt-tip marker**
- **eraser**
- **8 1/2" x 11" (21.5 cm x 28 cm) sheets of white paper**
- **tracing paper**

Basic Shapes

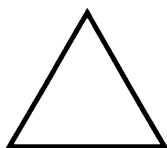
Here are the basic shapes you can use to draw everything in this book.



circle



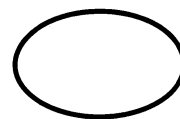
square



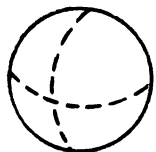
triangle



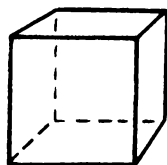
rectangle



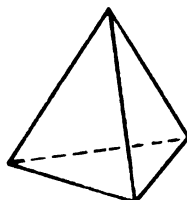
oval



sphere



cube



pyramid



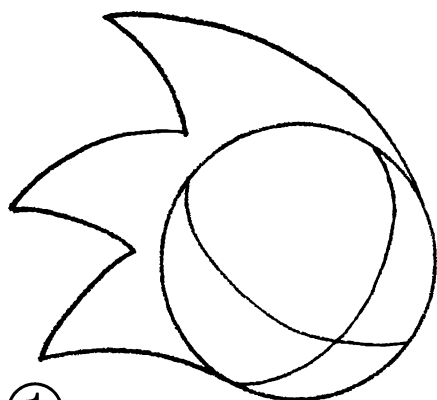
cylinder



cone

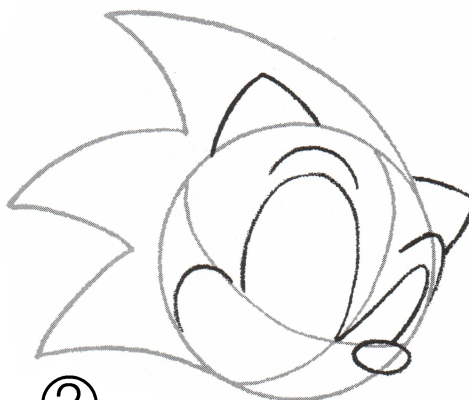
Everything you draw with your pencil is a two-dimensional flat shape, like the five basic shapes at the top of this page. However, using techniques you'll learn in this book, you can create the illusion of an actual three-dimensional object in your drawings. Look at the circle shown above. It is round and two-dimensional. Now pick up a ball. The ball is also round but it is three-dimensional, an actual object. The trick to drawing believable characters is to create the illusion on paper that what you are drawing is three-dimensional (like the ball), even though it is really only

two-dimensional (like the circle). Look at the drawing of the sphere in the second row above. The sphere is the three-dimensional "partner" to the circle. You can see that just by adding the two crisscrossing dotted lines to the drawing of the circle, you can create the illusion of the three-dimensional sphere. The same can be done with each of the shapes shown on this page. Practice drawing the two-dimensional shapes, then work on the 3-D shapes like the cube, pyramid, etc. After you've practiced for a while, you'll be ready to start drawing **Sonic The Hedgehog's Head!**



①

Begin with a pencil. When you are done, you'll erase the extra pencil lines and darken the important character lines. Draw a circle. Divide it with "cross-hair" guide lines, as shown, to create a sphere. The guide lines will also help you place Sonic's facial features. Add his pointy quills, as shown.



②

Next, add Sonic's ears and nose using the guide lines. His eyes are very large. Don't forget his eyebrows!



③

Fill in the eye pupils and the nose, add his mouth, and complete the ears, as shown. Erase any extra pencil lines. Congratulations! You've just finished your first Sonic drawing. Way past cool!

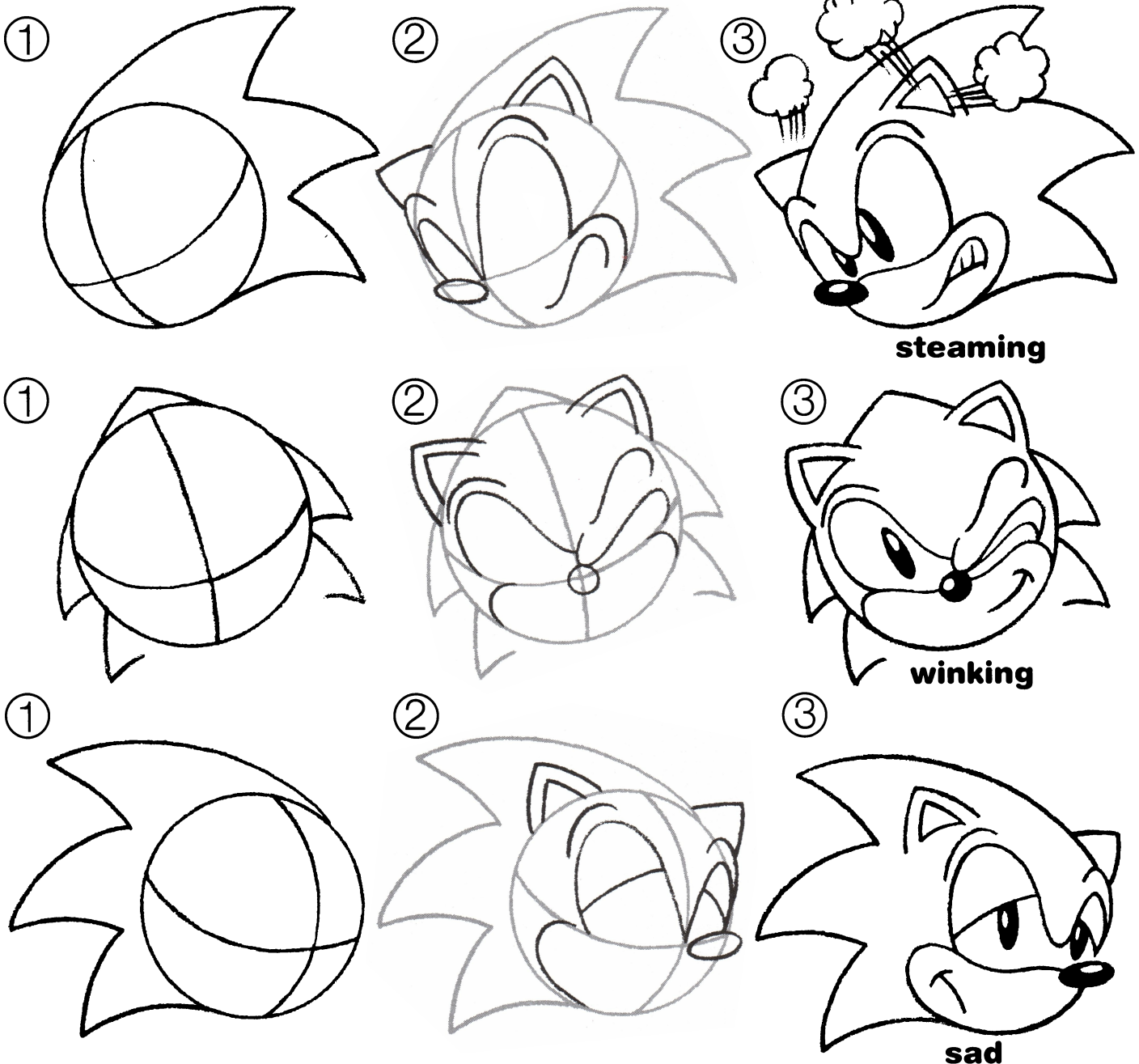
Sonic The Hedgehog's Expressions

Just like you, Sonic doesn't always have the same expression on his face. So let's try drawing him again, only this time we'll give him three different facial expressions. We'll also turn Sonic's head to make him face different directions.

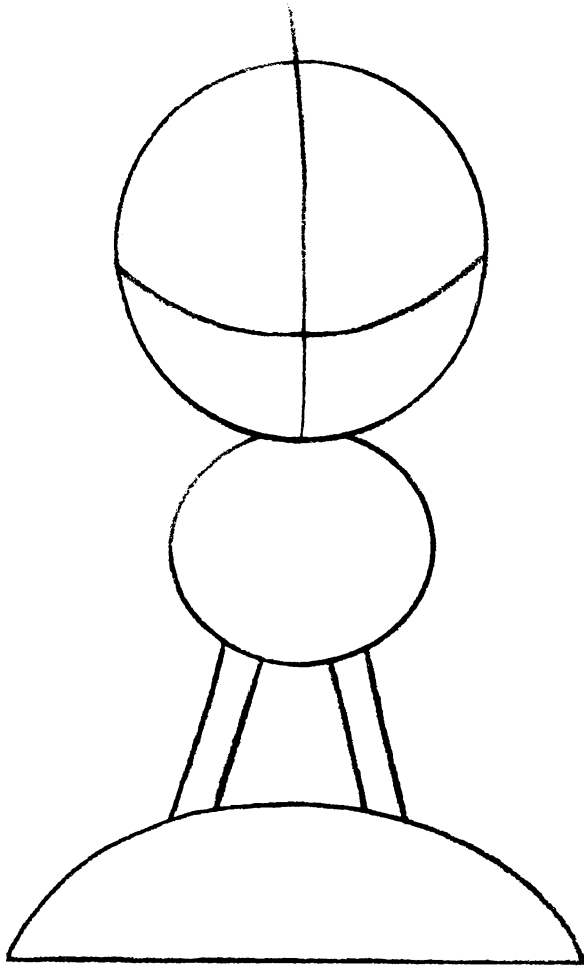
▼ For each of the three expressions, begin with the same circle and the quills. Notice that the position of the "cross-hair" guide lines changes the direction Sonic is facing.

▼ Now draw the eyes, eyebrows, nose, cheeks, and ears in each of the three positions shown. Since Sonic's nose is placed at the point where the two guide lines meet, whichever way that point is facing is the direction in which Sonic is looking.

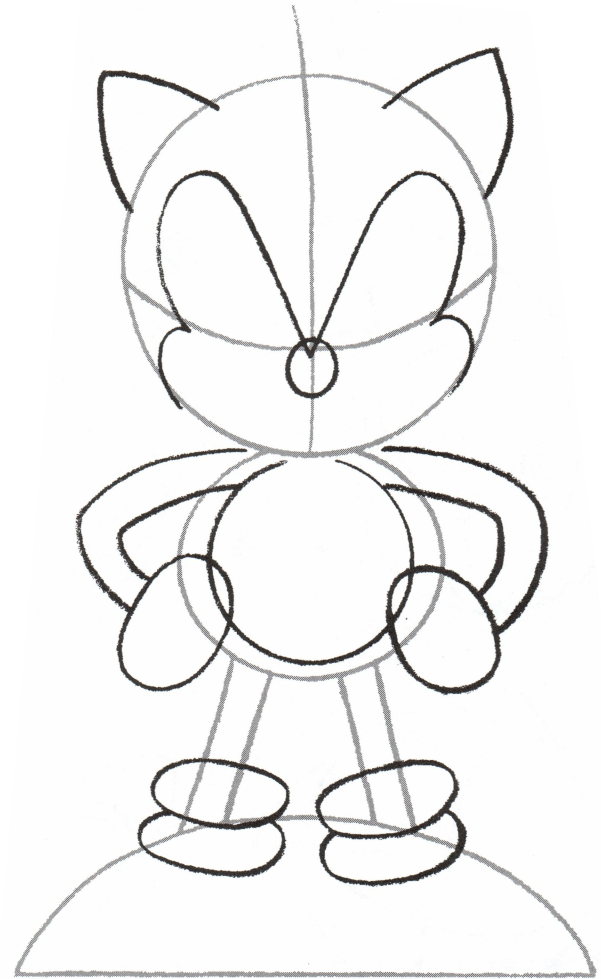
▼ Think about the feelings of each expression as you draw it! Fill in the eye pupils and the nose, and add his mouth. Complete the final details for each expression, erase any extra pencil lines, and you've got Sonic steaming mad, winking slyly, and kind of sad.



Sonic The Hedgehog's Body

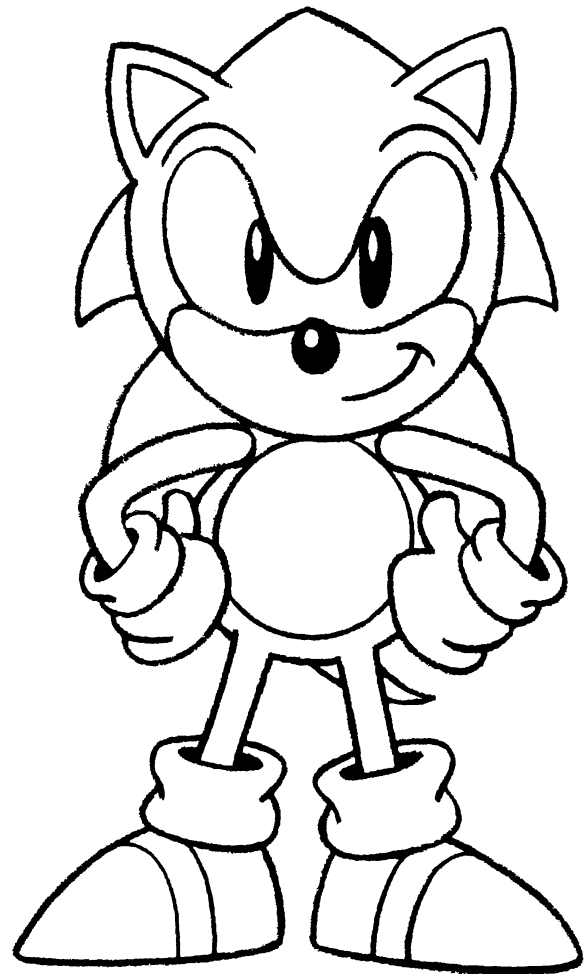
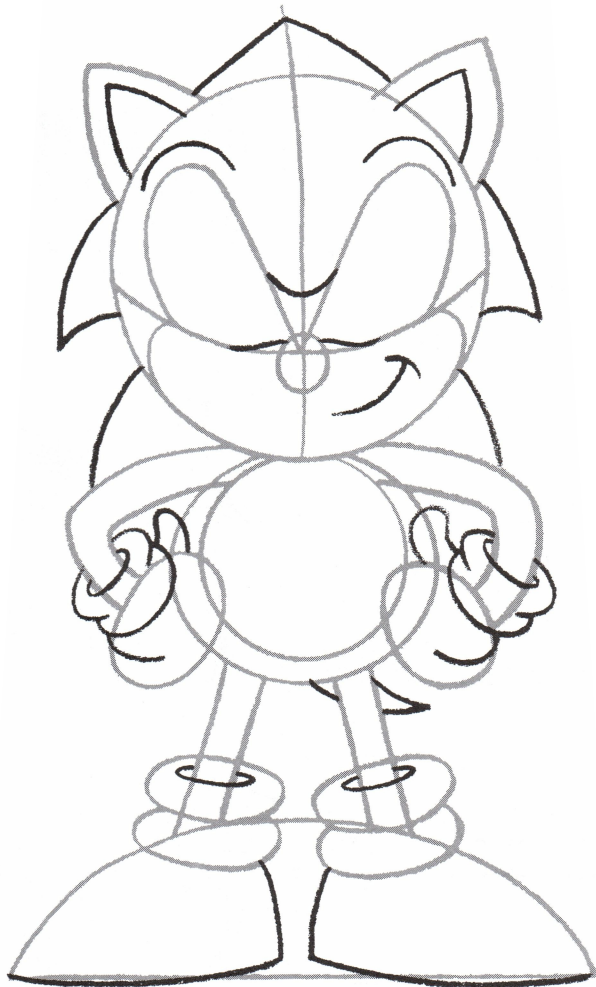


- ① Sonic's head is a large circle. His body is a smaller oval on top of four straight lines for his legs. A partial circle will help you place his feet in the right spots. Don't forget the "cross-hair" guide lines on the head.



- ② Next add the eyes, ears, nose, and cheeks, just like on pages 4 and 5. Draw a circle within the body oval for Sonic's belly. His arms are formed by rounded triangle shapes. Start off with ovals for his hands and cuffs.

What good is a head without a body? So let's move on to drawing the rest of Sonic's body. Again, start with some of the basic shapes we talked about on page 4.

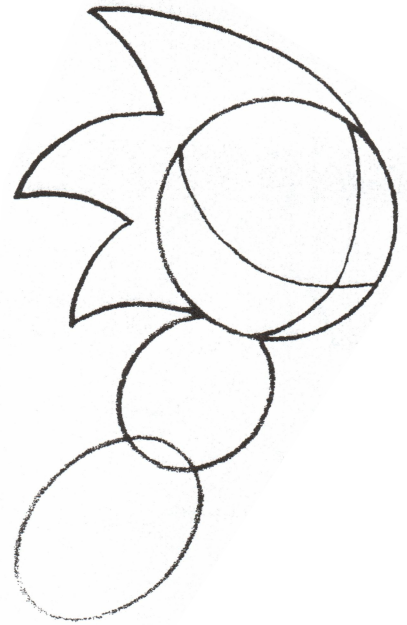


- ③ Use the vertical guide line to locate the point of his quill (over his head). Draw the rest of his quills, then add the gloves, shoes, and cuff details, plus the mouth and facial details. Don't forget his tail!

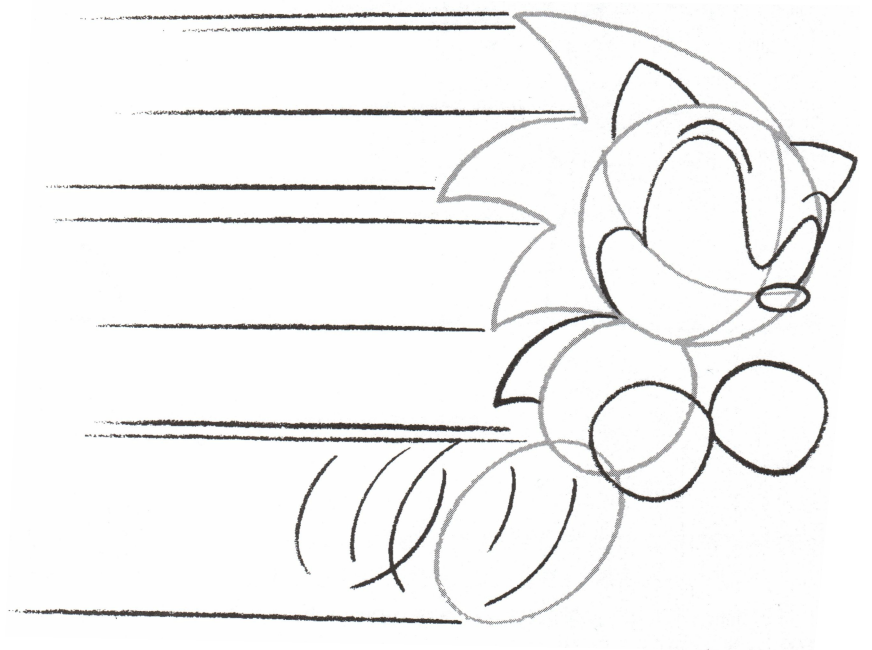
- ④ Fill in his eyes and nose. Add stripes to his shoes, then erase any unwanted lines, and you've drawn Sonic!

Sonic The Hedgehog in Action

- ① Start with the head circle, body oval, and quills you've already practiced. Add a longer oval below the body to show his feet spinning at Super Sonic Speed. Make sure the figure leans forward, as shown, to help increase the speedy feeling of your drawing.

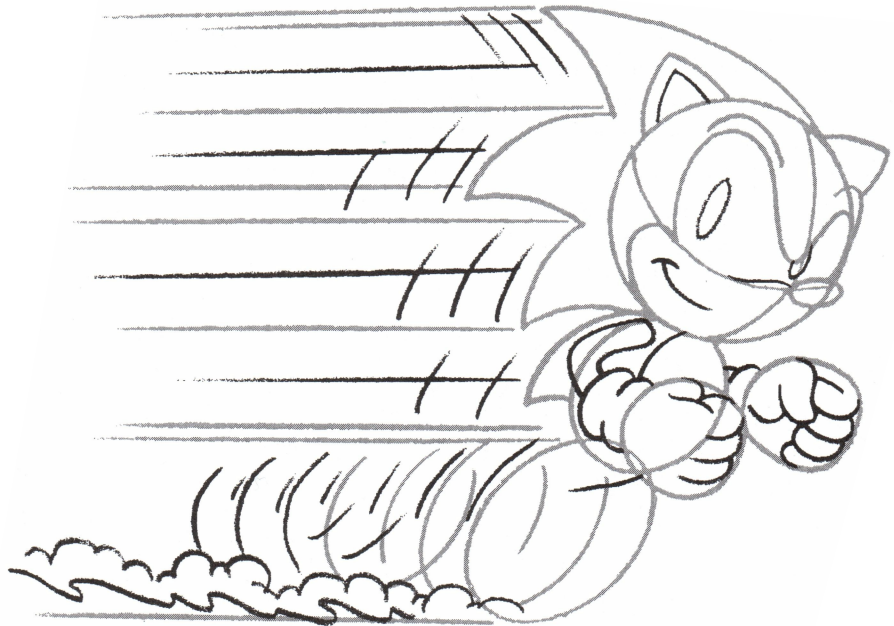


- ② Begin the head features as you've done before, and add two circles to position his hands. You can also add some speed lines at this stage to really get him moving.

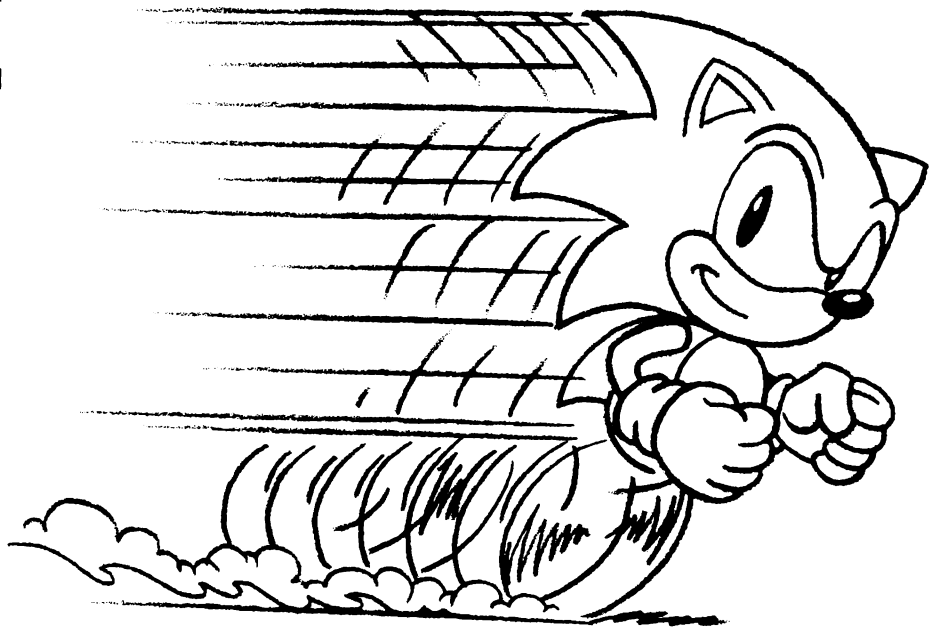


Everyone knows that Sonic never stands still for very long, so let's get him juicin' into action!

- ③ Draw arms and cuffs, as you did on pages 6 and 7, and add the details to Sonic's hands (he has five fingers). Draw in his eyes, mouth, and belly, then add more speed lines. Put some smoke down near his spinning feet, too!



- ④ Fill in his eyes, nose, and other details, as shown. Have fun and be creative with the speed lines and smoke. Erase any extra pencil lines. Now Sonic's juicin'!



Princess Sally's Expressions

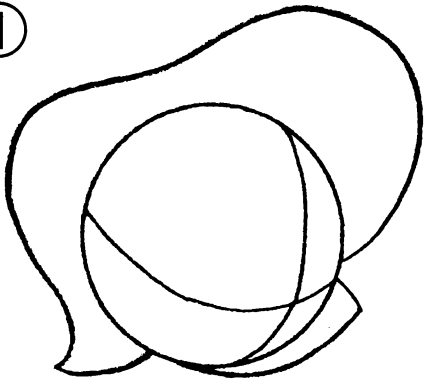
We wouldn't want Sonic to get lonely, so let's learn how to draw some of his friends, starting with the leader of the Freedom Fighters, Princess Sally. As with Sonic, the guide lines help show which direction her head is facing.

▼ For each of the three expressions, again begin with a basic circle for Sally's head. Don't forget to add the "cross-hair" guide lines, as shown. Her hair is a free-form shape. Look at the example to see where, on her head circle, her hair begins and ends. Practice this a few times to get the feel of drawing the shape.

▼ Add her eyes and eyelids, her nose, ears, cheeks, and mouth. Remember to use the guide lines to help you place Sally's facial features in the right spots. Add some extra curls to her hair.

▼ Fill in her nose. Finish up each of your three drawings with details like her eye pupils, eyelashes, and tufts of fur on her cheeks. Erase extra pencil lines. Now you've got Sally smiling, thinking, and worrying (probably about Sonic!).

①



②

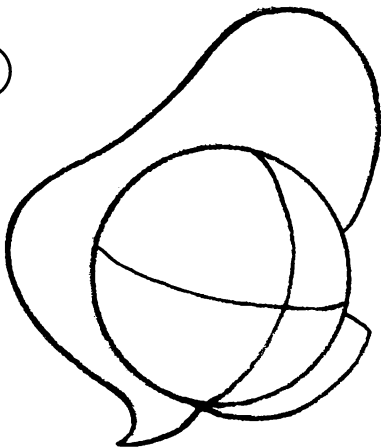


③

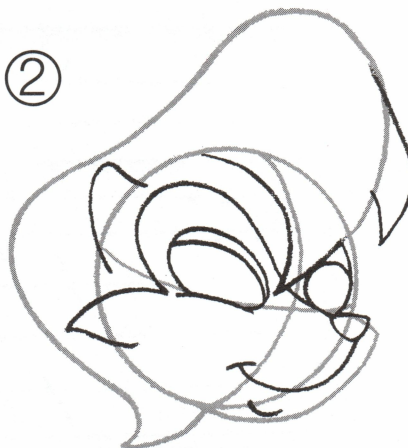


smiling

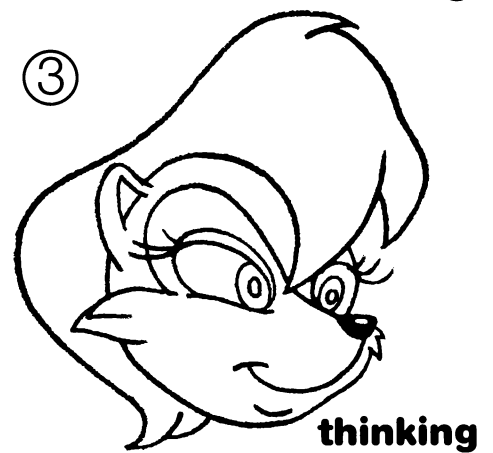
①



②

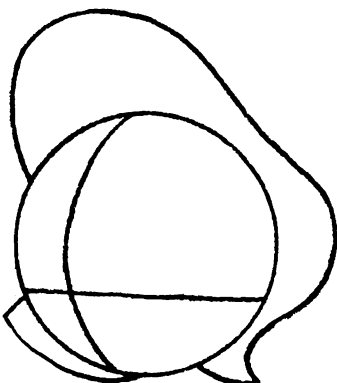


③



thinking

①



②



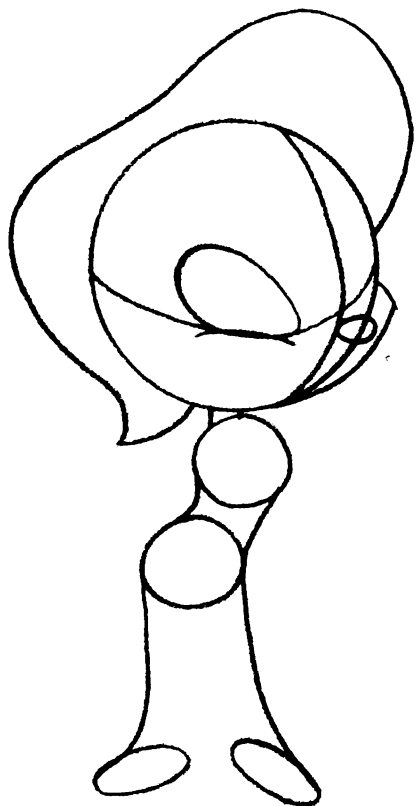
③



worrying

Princess Sally's Body

Once you've practiced drawing Sally's head a number of times, you can move on to drawing her body. As with all the characters from Mobius, you begin with basic shapes.



- ① Draw the head as you have been doing. Then add two small circles to form Sally's body. Draw lines for her legs and ovals for her feet. Notice that Sally's body from neck to feet is the same height as her head and hair.



- ② Fill in more facial details and draw her arms and legs. The leg lines from step 1 help define her stance. Begin to outline her boots. Draw in her chest fur, which is also a free-form shape like Sally's hair.



- ③ Fill in her nose. Add the final details to her eyes, hands, and boots, as shown. Erase any extra pencil lines, and you've completed Sally. Now try drawing her whole body with the different facial expressions you practiced on page 10.

Tails' Expressions

Sonic's little buddy in the Freedom Fighters is the two-tailed fox named Tails. First we'll draw his head with a few different facial expressions, then we'll draw his body, complete with both his tails.

▼ Tails' head is an oval, making it a bit longer in shape than Sonic's or Sally's. The three points of his hair extend from the top. Draw in your guide lines and put his eyes and nose in the proper places along the lines.

▼ Widen the head at the top, as shown, then add his ears, mouth, eyebrows, and furry cheeks.

▼ Add final details such as his eye pupils, nose and mouth shading, and eyelids. A few motion lines can really bring his expressions to life, as you draw Tails being happy, angry, and alarmed.

①



②



③



happy

①



②



③



angry

①



②



③

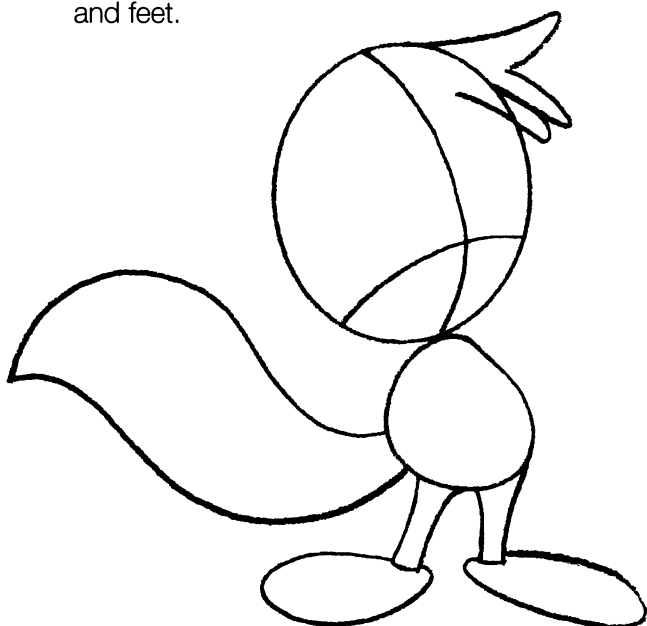


alarmed

Tails' Body

Now it's time to move on to Tails' body. Don't forget that he has two tails!

- ① After drawing the oval head shape, draw his body (kind of a jelly-bean shape) and his first tail, as shown. Add the legs and feet.



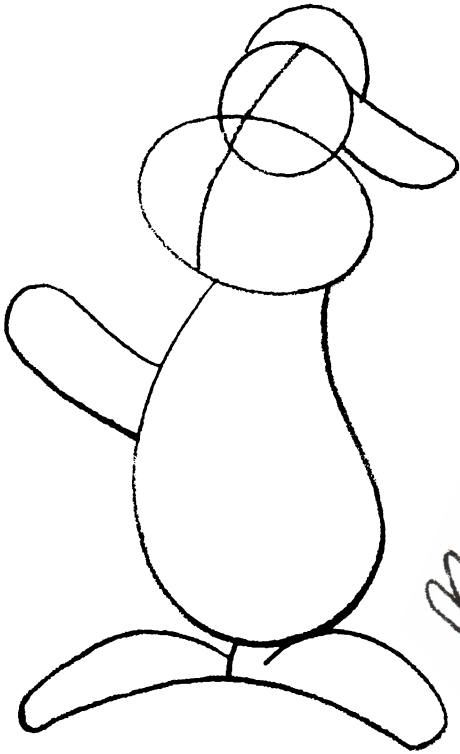
- ② Fill in the facial details like you did on page 12, then add his arms, hands, and cuffs, and his other tail.



- ③ Finish your drawing with his fingers, his eye pupils, nose, and mouth, and his chest fur. Add some curved lines to his tails for a furry look. Remember to erase extra pencil lines. Now Sonic's pal is ready to join his hero on a Swatbot-smashing adventure!

Rotor

Rotor, the Freedom Fighter who can build or fix anything, is the next character we're going to draw.



- ① Rotor's head is made up of two parts—a small circle on top of a horizontal oval. Use one vertical guide line on his head. His body is shaped like a teardrop. Add his cap, arm, and feet, as shown.



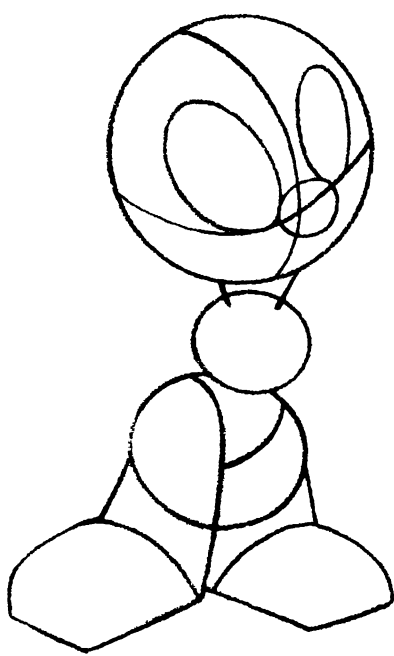
- ② Now draw his nose, muzzle, and eyelids. Be sure to include his tusks. Fill in the details on his arms, legs, and feet. Draw his equipment belt in this step, too.



- ③ Add the final details—his whiskers, belt sections, eyes, and nose—and erase extra pencil lines. Now Rotor's ready to rock!

Bunnie Rabbot

The next Freedom Fighter we're going to learn to draw is Bunnie Rabbot. She's part-rabbit, part-robot, and all heart. And she loves being a Freedom Fighter!



- ① Bunnie's head is a circle. Draw the guide lines, then place her eyes and nose. Add two more circles to create her body. Her legs and feet are unusual shapes, so practice them a few times before you move on to the next step.



- ② Bunnie's ears are almost as long as her body. One ear points up and one points down. Draw her arms, then add the robotic lines to her legs, feet, and left arm. Add her hair and facial details, as shown.



- ③ Finish up your drawing by filling in her eyes and lashes, nose, and whiskers, and adding detail to her hands, body, hair, and ears. Erase any extra pencil lines. Remember, Bunnie's head and body are soft like a rabbit's. Her left arm and legs are mechanical, like a robot's.

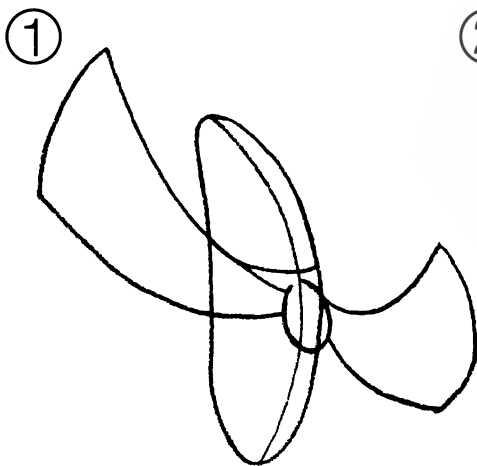
Robotnik's Expressions

No book about Sonic would be complete without his worst enemy, the terrible tyrant of Mobius, Robotnik. Let's work on his head and expressions, then we'll move on to his body.

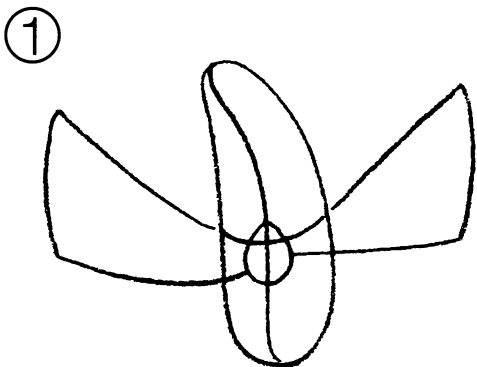
▼ Robotnik's head is an unusual shape and a bit more difficult than the circles and ovals you've been drawing so far. Practice his head, as shown here, before you move on to filling in the details. Then add his nose and his huge mustache.

▼ Draw his eyes and mouth in each of the three expressions. Then make the ends of his mustache jagged. This will add to his evil appearance.

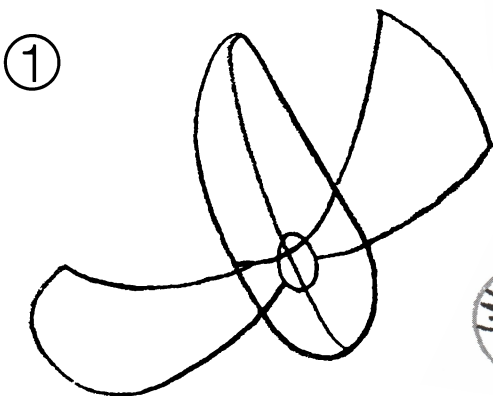
▼ Use lots of black to fill in around his eyes and teeth, erase extra pencil lines, and you've got Dr. Robotnik laughing evilly, grinning greedily, and glaring furiously.



laughing



grinning

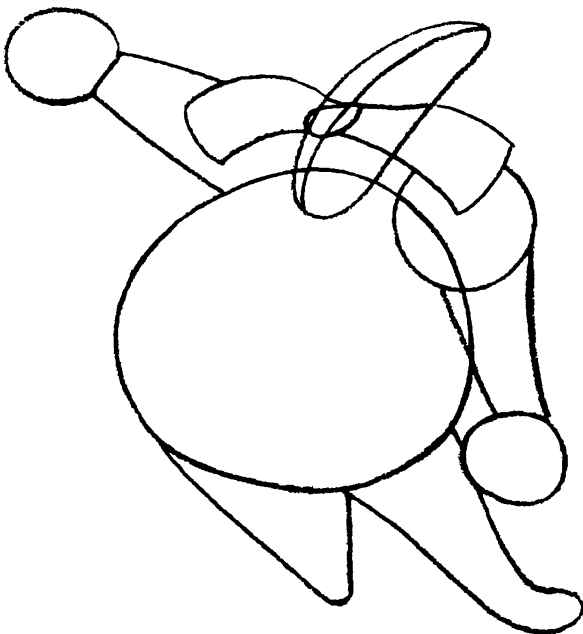


glaring

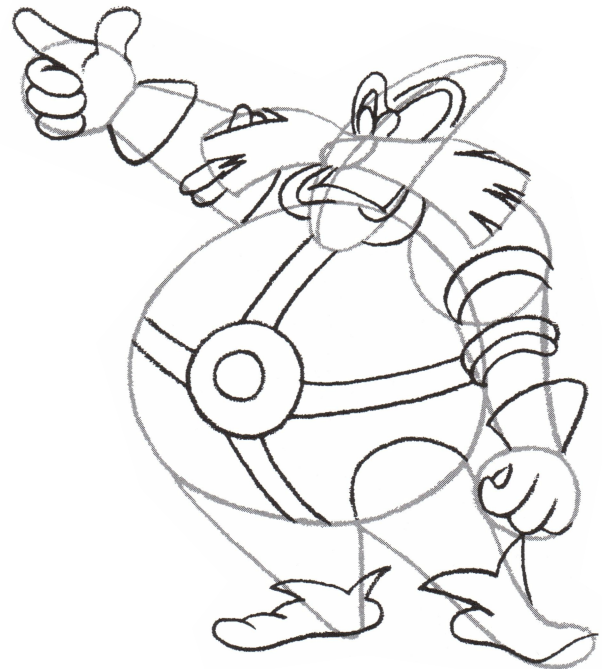
Robotnik's Body

Now it's time to put Robotnik's head onto his enormous body.

- ① Start with the head. Remember, practice its unusual shape before you add the facial details or draw the body. Now add a very large oval for Robotnik's big belly. Center his legs at the bottom of the body circle so that they will support his weight. Now add the arms, shoulder, and hands, as shown.



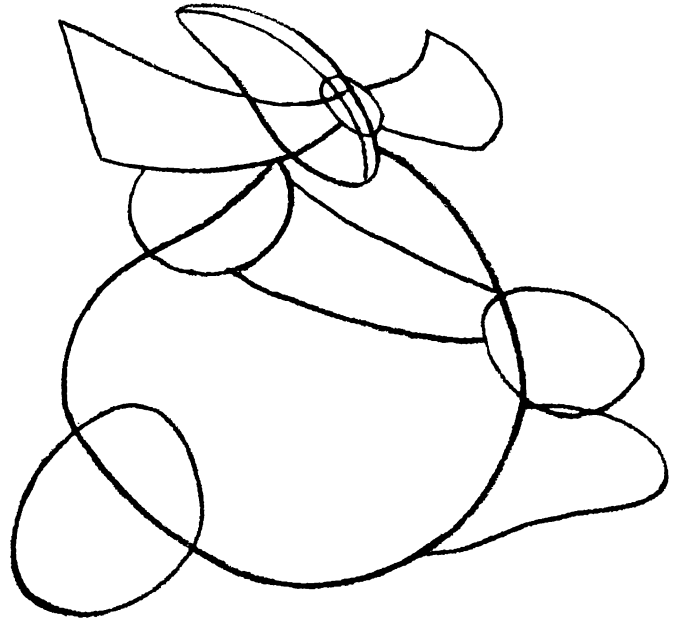
- ② Put in the facial details, as you did on page 16, then work on the gloves and boots. Notice how his uniform straps seem to go around his arms and belly.



- ③ Use black to fill in around the eyes and teeth, then add the glove and boot details. Erase extra pencil lines. Robotnik is now ready to do battle with Sonic once again!

Robotnik in Action

- ① Start with Robotnik's head and mustache, as you've drawn before. Next comes his big body. Then add the beginnings of his arm, shoulder, and legs.

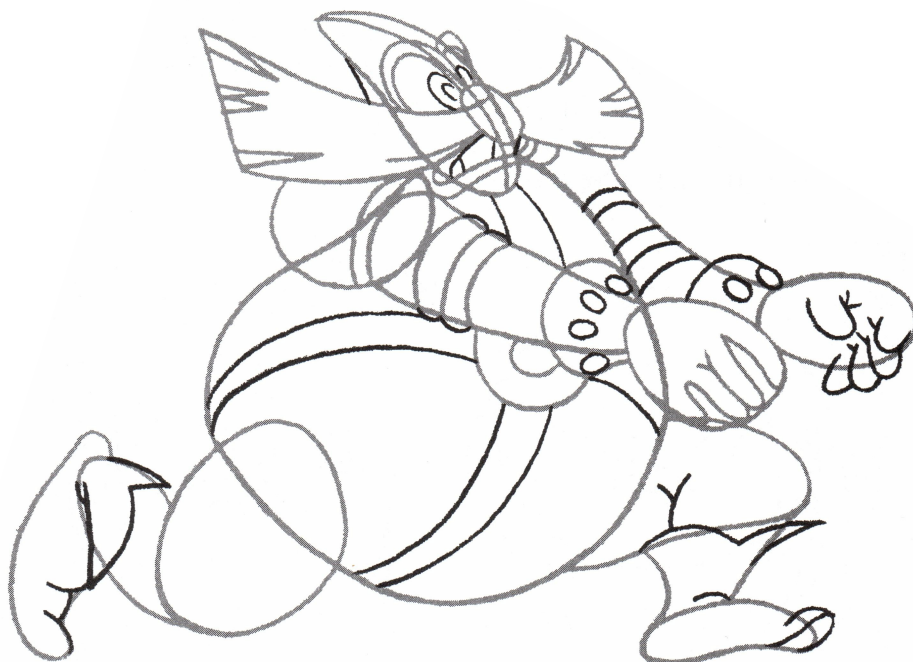


- ② Draw his second arm, then add details to his arms and legs, as shown. Draw the jagged ends of the mustache, and add his eyes and mouth. Start to put in the details of his uniform.

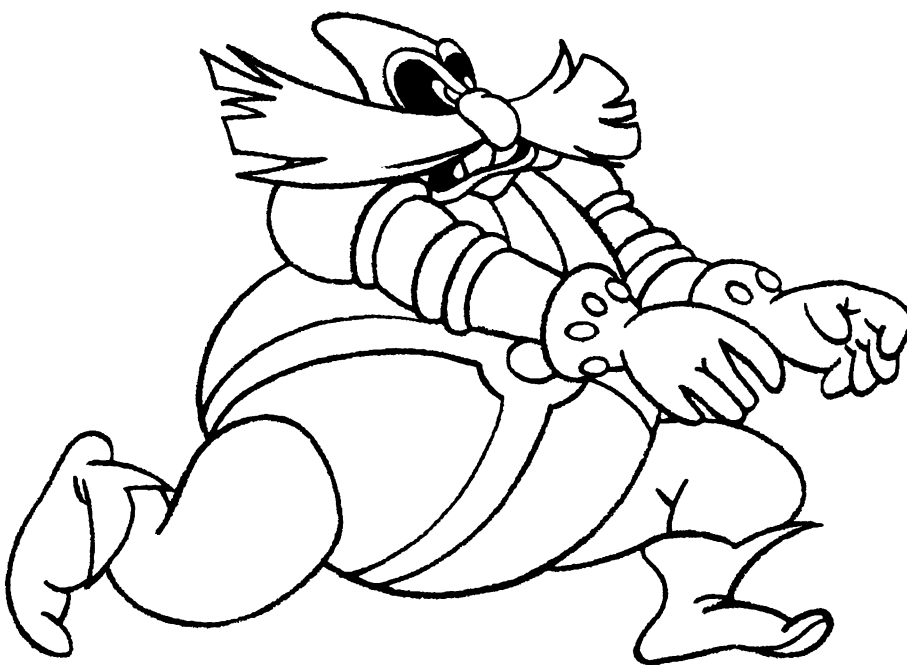


Robotnik is off to hatch another scheme against Sonic and the Freedom Fighters! Let's put the evil dictator into motion.

- ③ Continue to add details to the arms, body, gloves, boots, and facial features.



- ④ Blacken in around the eyes and teeth, and add the remaining details, as shown. Erase any extra pencil lines. Now you've got a drawing of Robotnik running—probably away from Sonic!



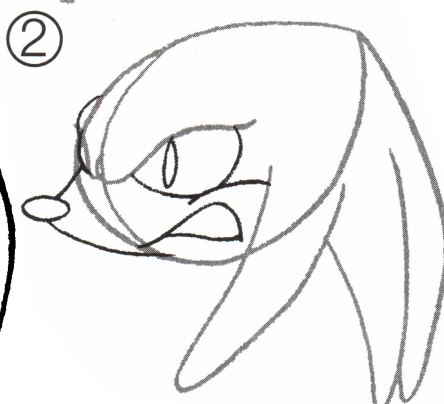
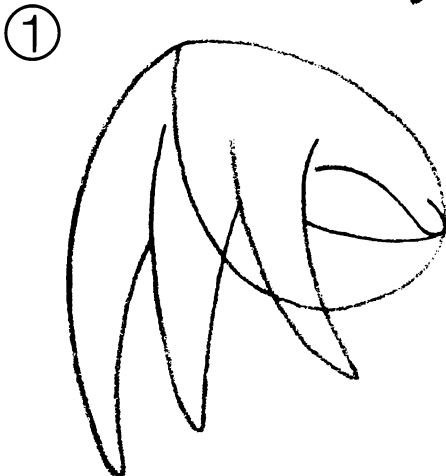
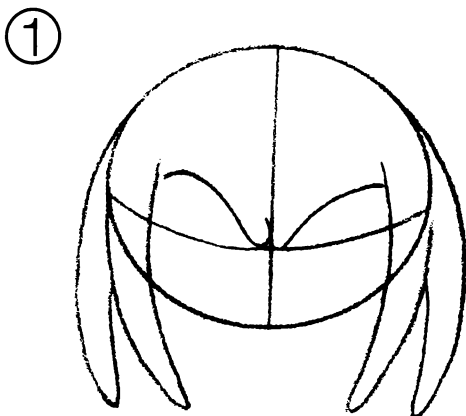
Knuckles' Expressions

The next character we'll draw is Sonic's friend Knuckles, the Guardian of the Chaos Emeralds. We'll start with a front view, a side view, and one different expression.

▼ Begin with a horizontal oval for the front view of Knuckles' head. Use a teardrop shape for the side view of his head. Add your guide lines, then draw his hair and the beginnings of his eyes.

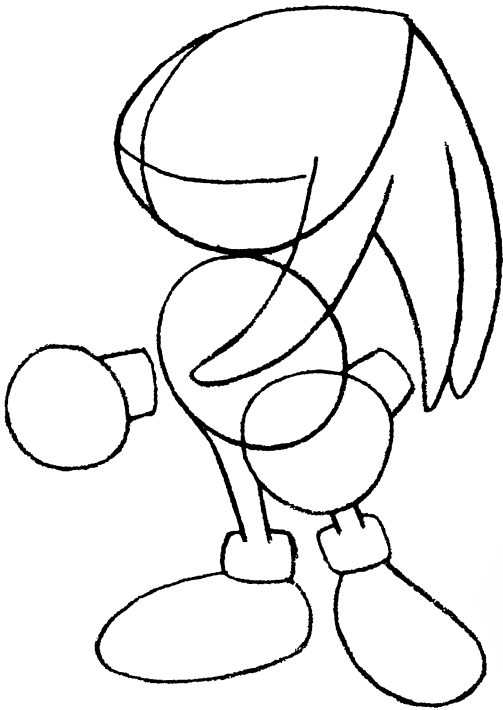
▼ Put in the eyes, nose, cheeks, and mouth. In the two side views also add his snout.

▼ Blacken in the eye pupils and nose, and fill in the teeth in the bottom drawing. Erase extra pencil lines, and you've got a front and side view of Knuckles looking wary, and a side view of an angry Knuckles.



Knuckles' Body

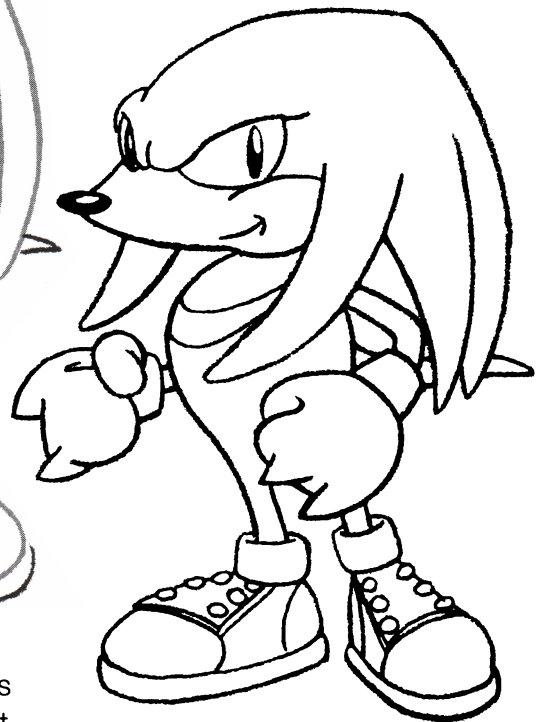
Let's put Knuckles' head onto his body.



- ① First draw the head, using the side view you practiced on page 20. Use circles and ovals for the body, hands, and feet. Use straight lines and rectangles for his legs and cuffs, as shown.



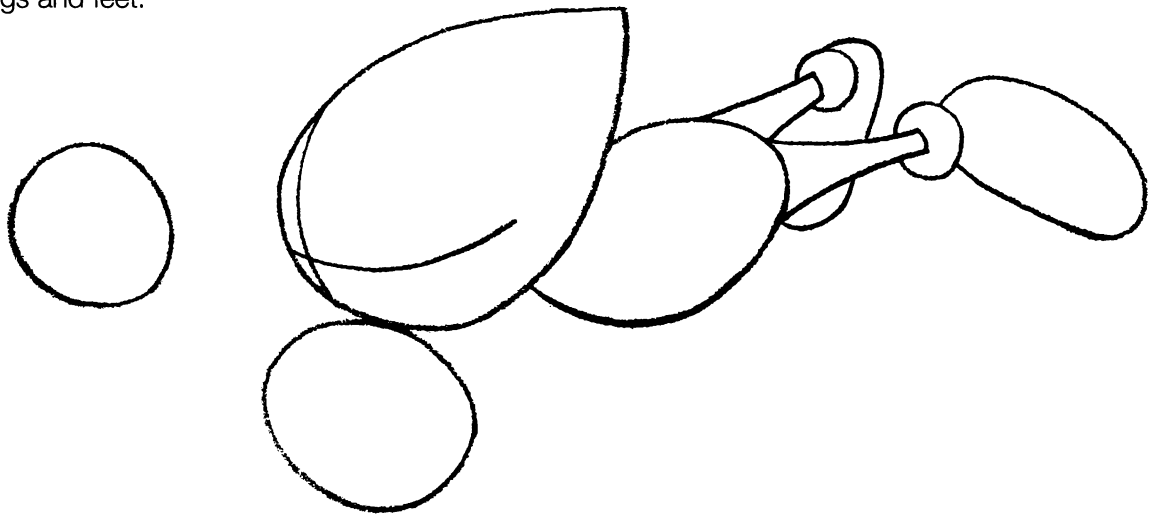
- ② Knuckles' hands look like boxing gloves with two points on them. Add his eyes, snout, arms, and nose, and the details on his shoes. Don't forget his tail!



- ③ Blacken in the eyes and nose, as shown. Then add two curved lines to his chest and small circles on his shoes. Erase extra pencil lines, and Knuckles is ready for action.

Knuckles in Action

- ① Start with the teardrop shape for the side view of Knuckles' head. Place his body oval to the side of the head, instead of under it as we have done in the other full-body drawings. The two hand circles should form an invisible triangle with his head. Next add the legs and feet.



- ② Fill in Knuckles' knuckles, as well as his facial details, hair, and shoe details.



The action pose we'll draw for Knuckles is a bit different from the others in this book. Let's draw Knuckles leaping. This puts him in a horizontal position instead of standing upright.

- ③ Add his arms, eyes, and mouth, as well as the bottoms of his shoes.



- ④ Finish up by adding the black parts of his eyes and nose, plus the shoe circles. Erase the extra pencil lines, and Knuckles is ready to pounce all over anyone trying to steal the Chaos Emeralds!

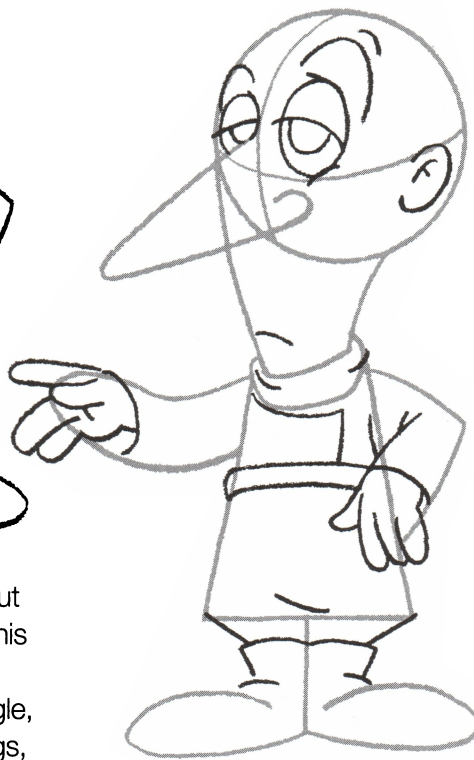


Snively

Robotnik's smug assistant, Snively, is next in our cast of characters.



- ① Snively's head is a circle. Put in the guide lines and add his nose. Then add his neck, body, and arms. Use a single, centered line to start his legs, then draw his feet out from that line. Make sure the feet are both the same size.



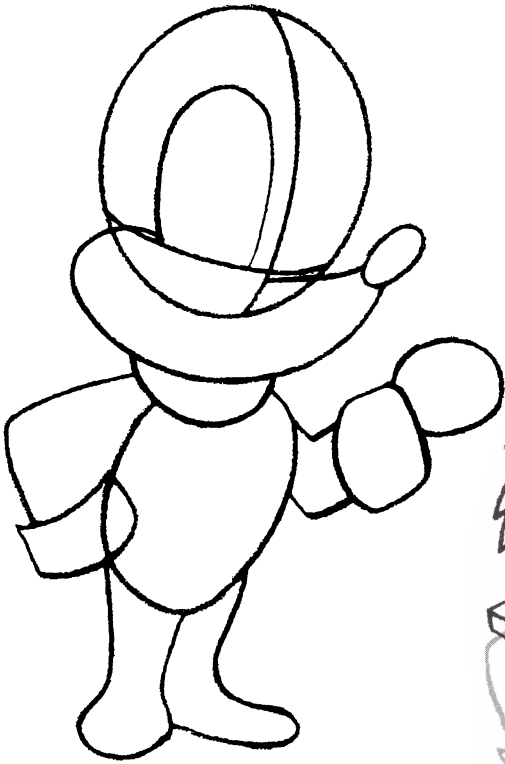
- ② Complete the eyes and ear, as shown. (Notice the droopy eyelids. That adds a lot of character to the character!) Next add the fingers, legs, and uniform and shoe details. Be sure to draw in the eyebrows and mouth.



- ③ Finally, add his hair (just a few strands), buttons, and eye pupils, and the soles of his shoes, and complete his uniform. Erase extra pencil lines. Snively is now finished, ready and waiting to receive Robotnik's next order.

Antoine

Up next is Princess Sally's faithful friend and guardian, Antoine.



- ① Antoine is made up of some unusual and difficult shapes, so practice drawing his head, snout, neck, body, arms, and legs, as shown here in step 1, before you move on to adding the details in steps 2 and 3.



- ② Place Antoine's features on his face, as shown. Notice that one eyebrow is much higher than the other, to convey a cautious expression. (The rest of the time Antoine's eyebrows should look approximately even.) Add his hair, furry cheeks, fingers, and boots, and the details of his uniform.

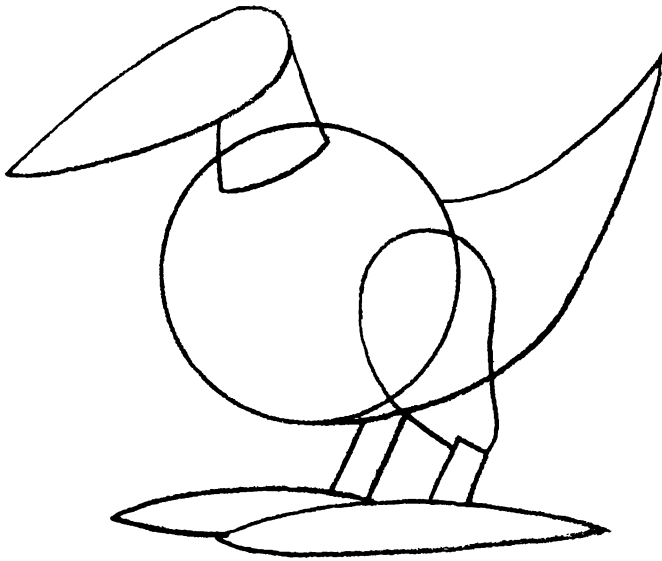


- ③ Study this third step carefully. Antoine has lots of little details that give him his unique look. Add them in this last step. Don't forget the whiskers! Erase the extra pencil lines, and you're done!

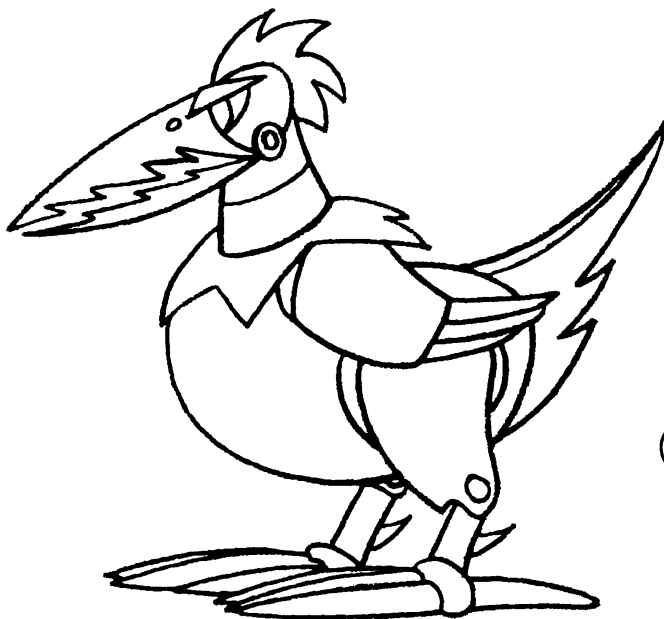
Cluck

Cluck is an evil, robotic chicken. He's the first all-mechanical character we'll be drawing.

- ① Unlike the other characters in this book, Cluck is easier to draw if you start with his large circular body, then add his head and neck afterward. Put in the tail, legs, and feet at this stage, as well.



- ② Add one jagged mouth line to give him a closed mouth, or two jagged mouth lines for an open mouth (the open-mouth version appears in step 3). Draw his jagged comb and the star shape around his neck. Add his eyes and wings and jagged, curved lines to his tail. Then add in the mechanical details on his body and feet, as shown.

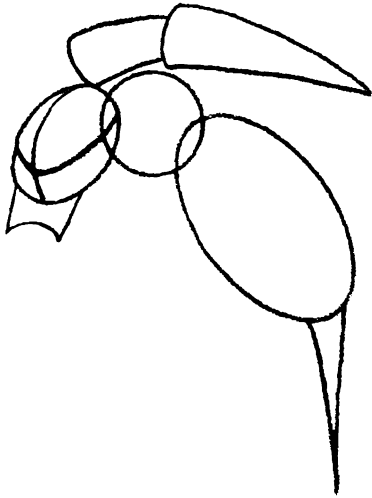


- ③ Complete the final details, as shown. Keep in mind that Cluck is robotic, so make your lines sharp rather than smooth. Erase extra pencil lines, and Cluck is ready to attack!

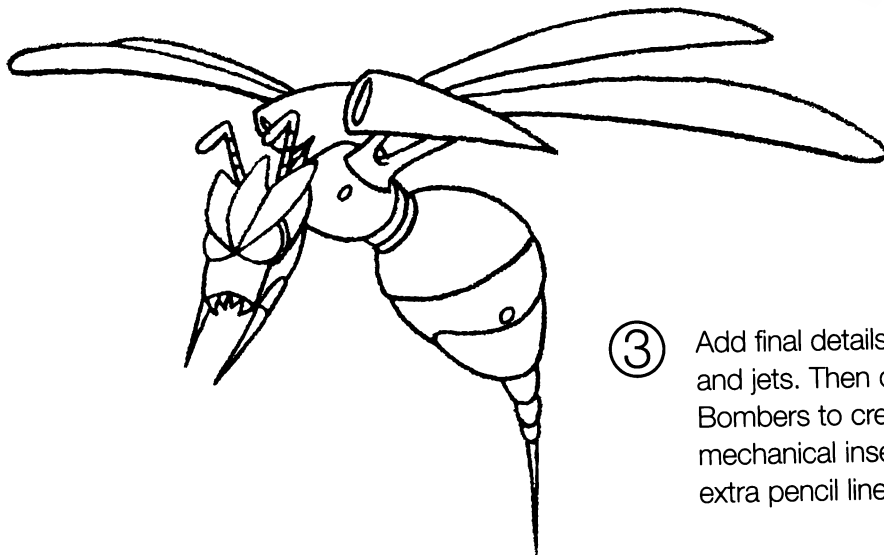
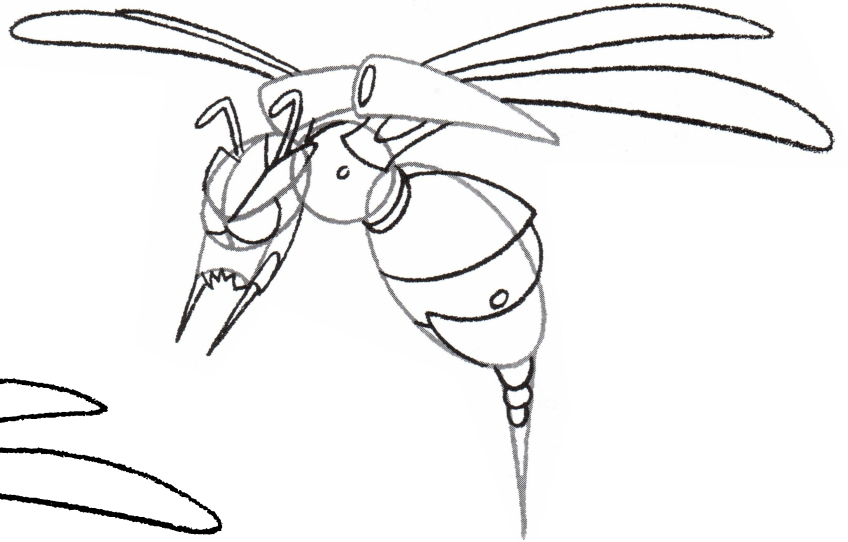
Buzz Bomber

Another of Robotnik's evil robotic beasts is the Buzz Bomber, a mechanical insect that travels in groups and swarms Sonic and the Freedom Fighters.

- ① The Buzz Bomber's head and body are made up of three ovals linked together. Draw the guide lines on his head, and outline his mouth. Two cone shapes rest above the body, forming the Buzz Bomber's jets. His stinger is a long, pointy triangle.



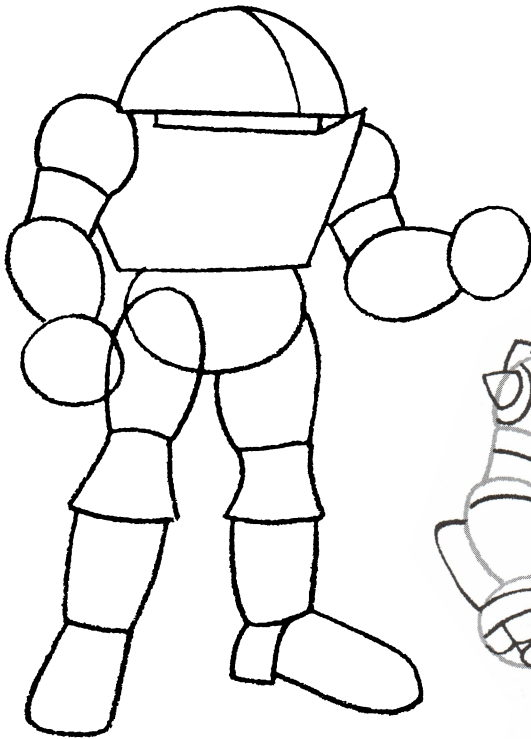
- ② Add two wings on each side, and draw the teeth, eyes, and antennae. Put in the body and stinger details.



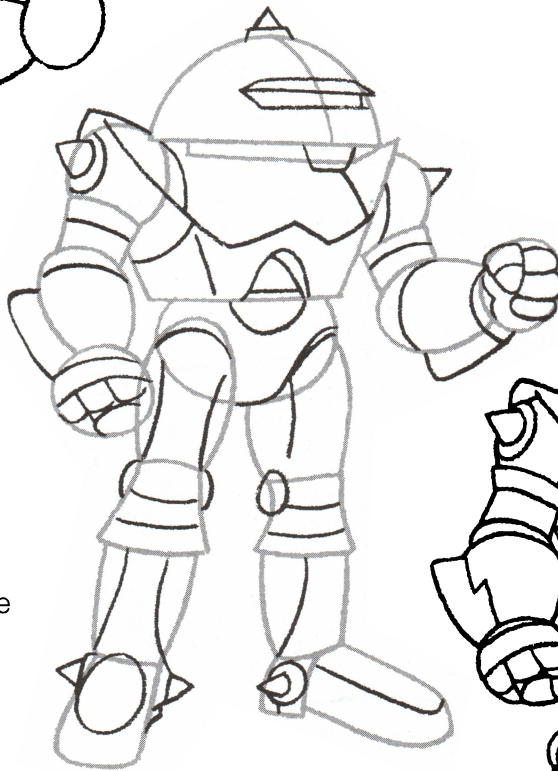
- ③ Add final details to the antennae, eyes, wings, and jets. Then draw a few more Buzz Bombers to create a whole swarm of evil mechanical insects! Remember to erase any extra pencil lines.

Swatbot

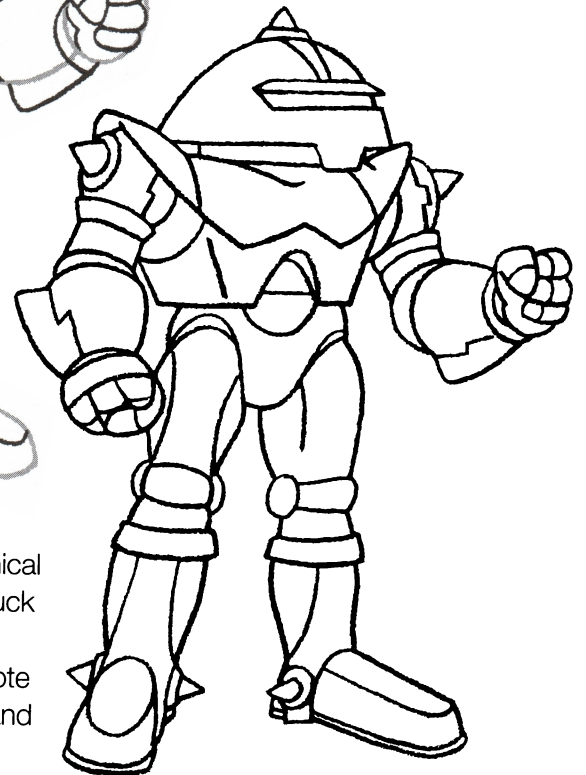
The ultimate robotic soldier on Mobius is the Swatbot. Robotnik uses armies of these metal men to maintain his evil grasp on the planet and to hunt for and fight Sonic and the Freedom Fighters.



- ① Start with a half-circle for the Swatbot's head, a box for the top of his body, and an oval shape for the bottom. Then add the arms and legs, as shown.



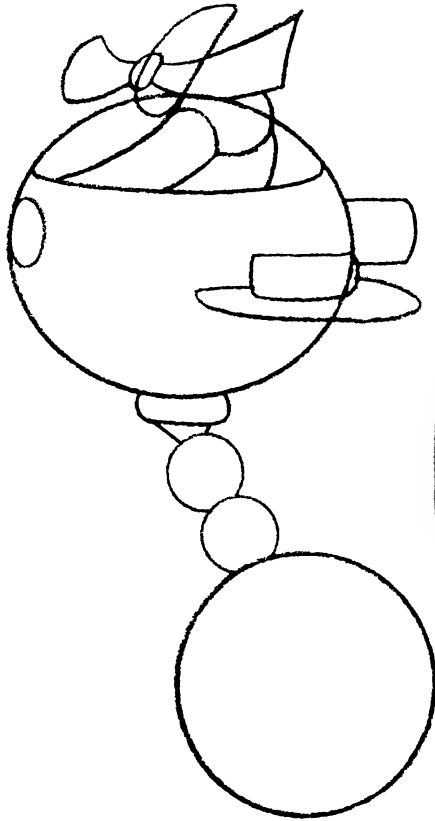
- ② Begin adding the mechanical details: remember, like Cluck and the Buzz Bombers, Swatbots are all metal. Note the location of its spikes and hinges.



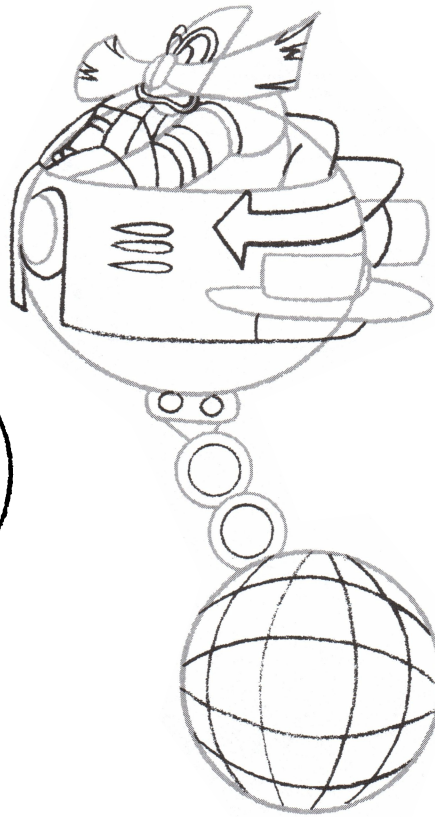
- ③ Add the final details, erase extra pencil lines, and your first Swatbot is ready to accept his orders from Robotnik. Draw a few more Swatbots, and soon you'll have a whole army ready to do battle with Sonic and his friends!

Robotnik's Plane

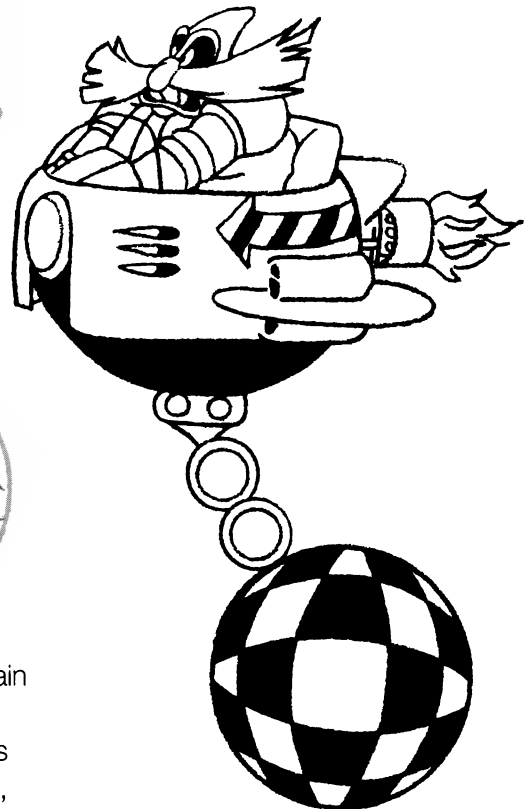
Coward that he is, Robotnik keeps his plane handy for quick getaways if the tide of battle turns against him, which it almost always does when Sonic arrives on the scene! Let's learn how to draw his plane.



- ① Start with a big oval to define the outer shape of the plane. Small circles form a chain to the large circle at the bottom of the plane. Make the chain as long as you like. Place Robotnik at the controls, using the figure you practiced on pages 16–19.



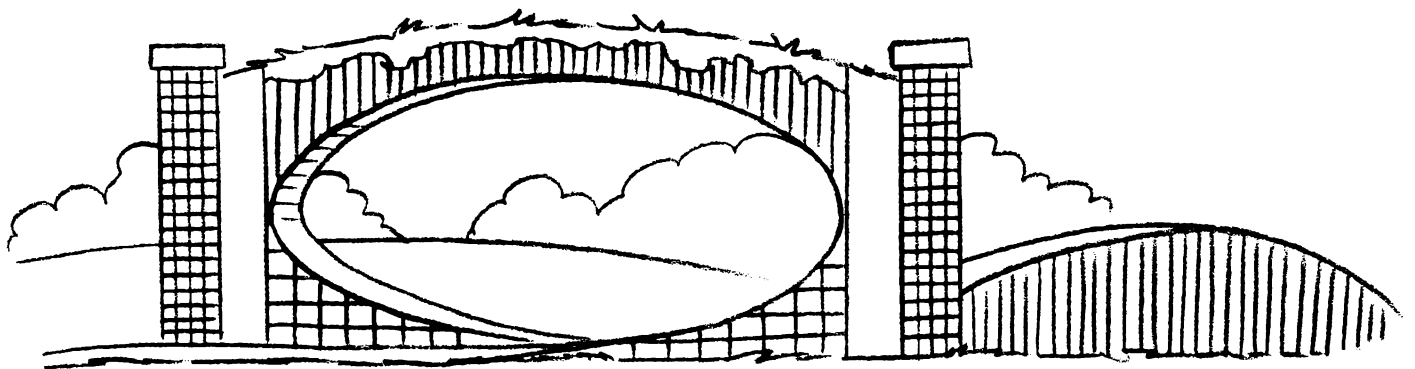
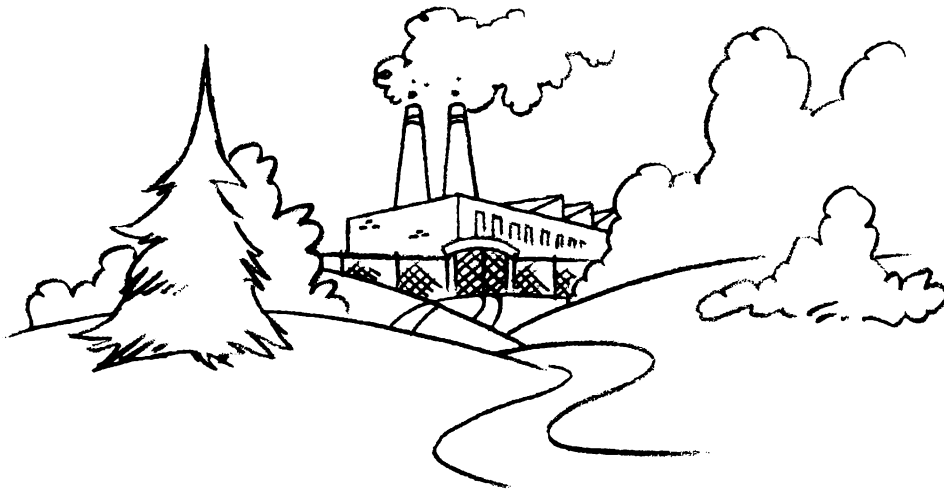
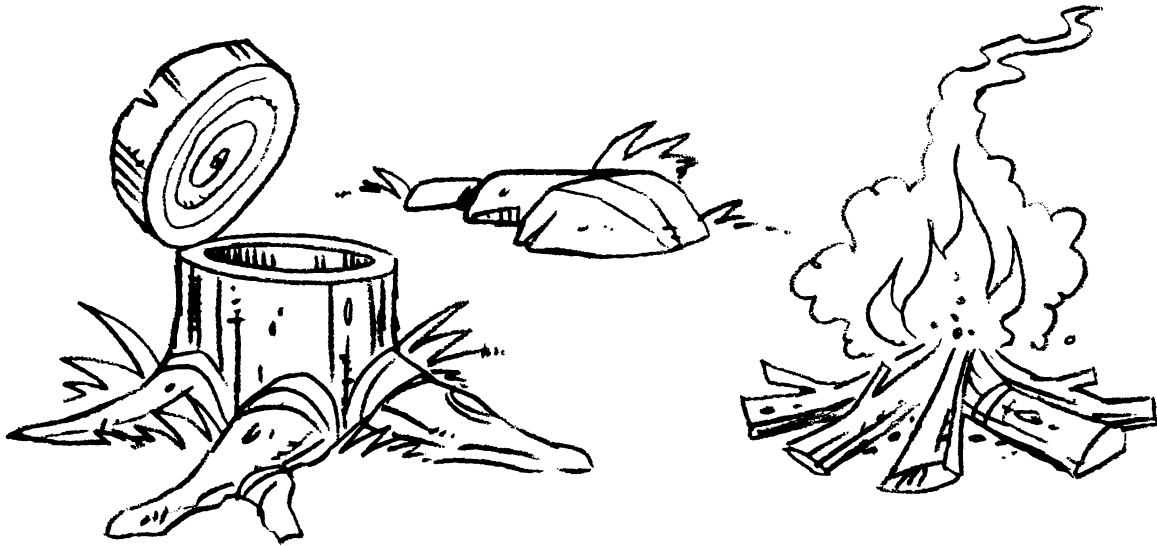
- ② Add the details to the main part of the plane and the chain. Draw in Robotnik's facial and uniform details, and add some crisscross lines to the circle on the bottom of the plane, as shown.



- ③ Blacken in the areas shown to make the plane look more solid. Draw flames shooting from the exhaust. Add the final details to Robotnik himself, erase the extra pencil lines, and Robotnik is ready to fly away from his latest defeat at the hands of the Freedom Fighters.

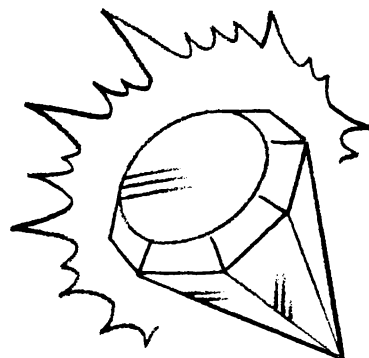
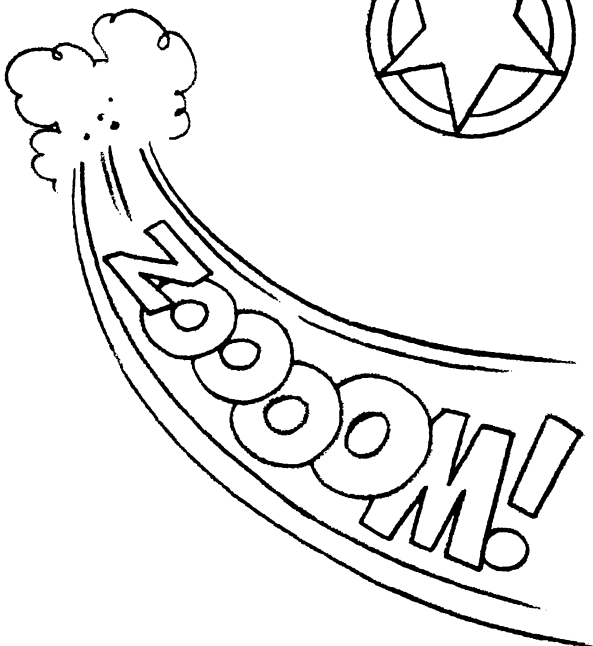
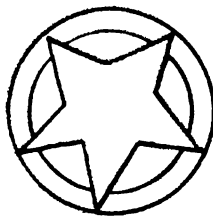
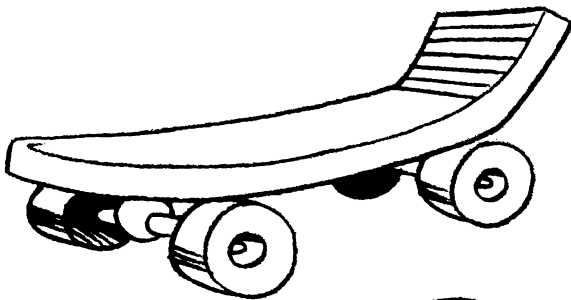
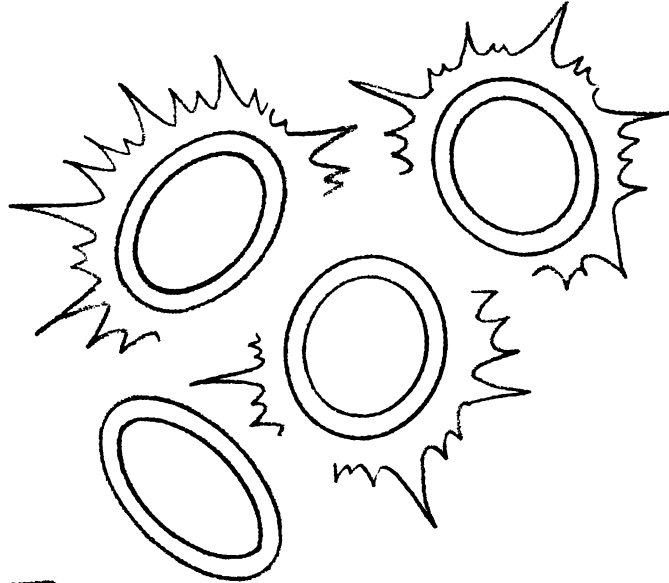
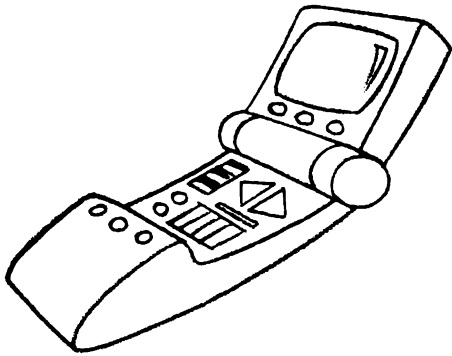
Scenery

After you've practiced drawing the characters in this book a few times, you'll be ready to place them into scenes. Here are a few settings you can use as backgrounds in which to position the characters you draw. Start off by tracing these backgrounds, then practice drawing them on your own. Place Sonic, his friends, and his enemies into these scenes and make up your own stories.



Props

In any story you make up or picture you draw, your characters will need objects to hold and use. These are called props. Practice tracing, then drawing, the props shown here. Then practice drawing the characters in this book using these props in different situations. Finally, place your characters and props into the scenery and bring your stories to life.



See
you next time,
Gang!

Be
patient and take
your time!

Remember,
practice is the
key!



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HOW TO DRAW **SONIC** *THE* **HEDGEHOG** & **THE GANG**



If you like Sonic, you'll love this step-by-step guide to drawing the world's fastest hedgehog, his friends—even the evil Dr. Robotnik!

First you'll learn some easy drawing techniques. Then you'll discover how to draw Sonic and his friends—from Princess Sally and Rotor to Antoine and Tails. You'll also learn to draw the bad guys, such as Snively, Cluck, and the Swatbots. There are even tips on how to draw scenery and other cool stuff.



So grab a pencil and get ready—learning to draw has never been this much fun!

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